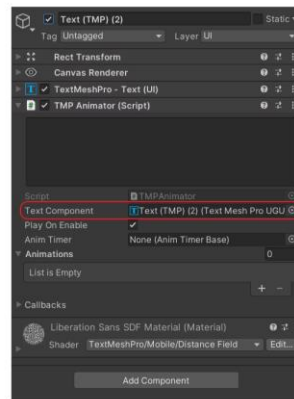


This part of the tutorial corresponds to demo scenes '5\_1\_Let's create\_part1' and '5\_2\_Let's create\_part2'.

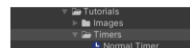
Let's create our animations!

1. Create a 'TextMeshPro - Text' under a canvas.
2. Simply add our TMPAnimator to 'TextMeshPro' gameobject.
3. Assign 'TextMeshPro - Text' to 'Text Component' in 'TMP Animator'

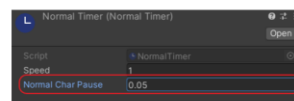


Stop  
Play  
Replay  
Pause  
Resume

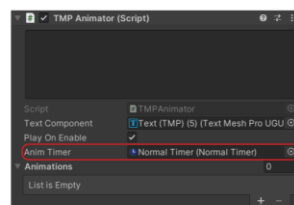
4. Now we need timer. We already have some timers in our Timers folder. But we create one ourselves. Right click in your folder, and select 'Create -> TMPAnim -> Timers -> Normal Timer'.



5. Change 'Normal Char Pause' to 0.05 in 'Normal Timer'.

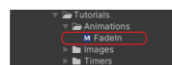


6. Assign it to our 'TMPAnimator'



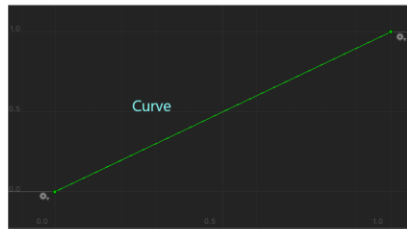
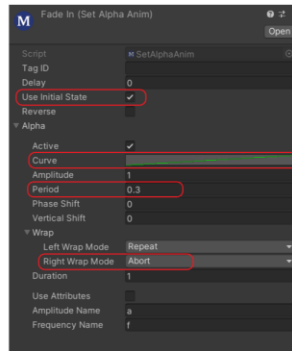
7. Let's create a fade-in effect.

Right click in your folder and select 'Create -> TMPAnim -> Anims -> AnimModules -> Set Alpha'. And change file name to FadeIn.



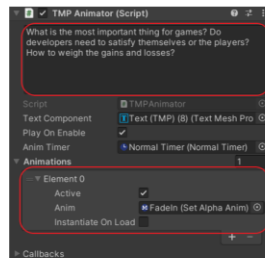
Stop  
Play  
Replay  
Pause  
Resume

8. Change parameters in the 'FadeIn' as shown below.



9. Add 'FadeIn' to the 'Animations' in 'TMPAnimator'. And type some words in text box.

Stop  
Play  
Replay  
Pause  
Resume



Now you can hit play and check out the effect.

Final effect:

"What is the most important thin

The fade-in effect will affect the whole text case we leave **TagID** empty in 'FadeIn'.

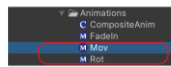
This part ends here, we will add more effects in the next part

Stop  
Play  
Replay  
Pause  
Resume

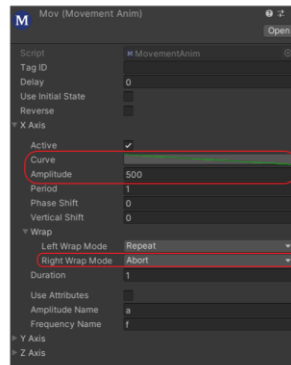
Let's continue and make a more complex animation by using **CompositeAnim**

1. We create 2 **AnimModules** first.

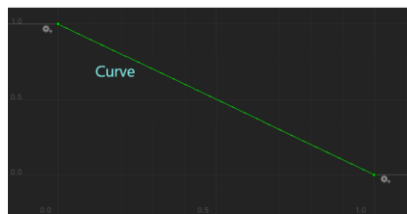
Use what we learned in the previous part to create a **MovementAnim** and a **RotationAnim**. And Rename them to Mov and Rot.



2. Change the parameters of 'Mov' as shown below



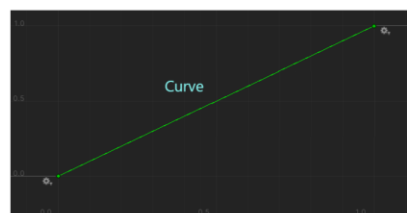
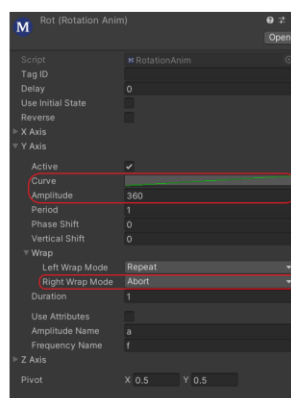
Stop  
Play  
Replay  
Pause  
Resume



Don't forget to close y-axis and z-axis cause we don't use them.



3. Change the parameters of 'Rot' as shown below

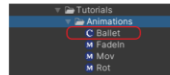


Stop  
Play  
Replay  
Pause  
Resume

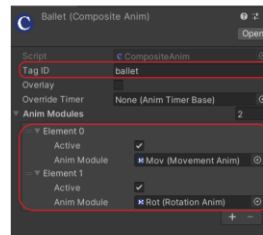
Also don't forget to close x-axis and z-axis cause we don't use them.



4. Now we have 2 **AnimModules**. Let's create a **CompositeAnim** to make them a whole.  
Right click in your folder, and select 'Create -> TMPAnim -> CompositeAnim'. And rename it to 'Ballet'.

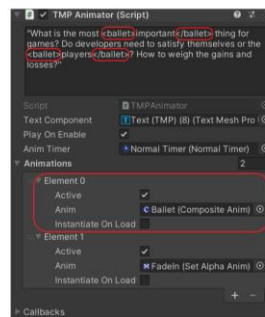


5. Add 'Mov' and 'Rot' to 'Ballet'. And change **TagID** to ballet.



Stop  
Play  
Replay  
Pause  
Resume

6. Add 'Ballet' to the **Animations** in the **TMPAnimator**. And add our tags in the text box.



Now you can hit play and check out the effect.

Final effect:

"What is the most important thing for developers to satisfy themselves or the players?"

Stop  
Play  
Replay  
Pause  
Resume